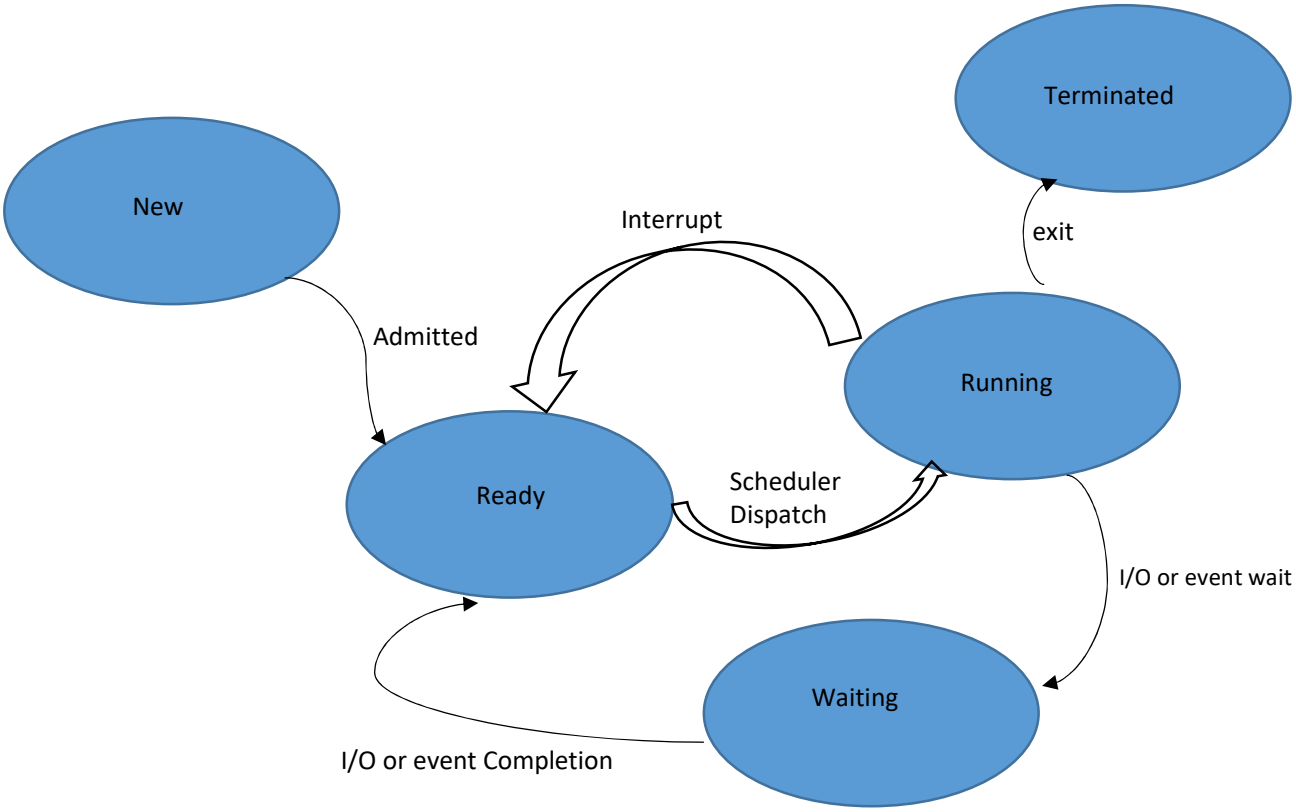
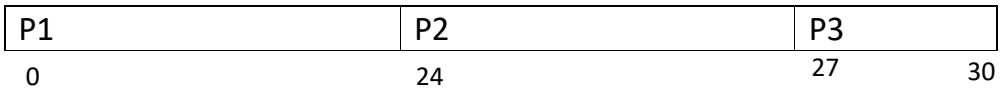
A process is a program in execution

process state:



Burst Time:
Waiting Time:
Turn-around Time / Completion Time:

Process	Burst Time
P1	24
P2	3
P3	3



Process	Burst Time	Waiting Time	Turn-around Time
P1	5	0	5
P2	10	5	15
P3	8	15	23
P4	1	23	24
P5	7	24	31
Average W.T:	**13.4**		
Average T.A.T:	**19.6**		

Source Code:

```
#include<stdio.h>
void fwt(int process[], int n, int bt[], int wt[])
{
   wt[0] = 0;
   int i;
   for (i = 1; i < n; i++)
      wt[i] = bt[i - 1] + wt[i - 1];
}
void ftat(int process[], int n, int bt[], int wt[], int tat[])
{
   int i;
   for (i = 0; i < n; i++)
      tat[i] = bt[i] + wt[i];
}
void fat(int processes[], int n, int bt[])
{
   int wt[n], tat[n], total_wt = 0, total_tat = 0;
   fwt(processes, n, bt, wt);
   ftat(processes, n, bt, wt, tat);
   printf("Process\t Burst Time\tWaiting Time\tTurnaround Time\n");
   int i;
   for (i = 0; i < n; i++)
   {
      total_wt += wt[i];
      total_tat += tat[i];
      printf("  P%d\t\t%d\t\t%d\t\t%d\n", i + 1, bt[i], wt[i], tat[i]);
   }
   printf("\nAverage Waiting Time (W.T): %.2f\n", (float)total_wt / n);
   printf("Average Turnaround Time (T.A.T): %.2f\n", (float)total_tat / n);
}
int main()
{
   int n;
   printf("Enter the number of processes: ");
   scanf("%d", &n);
   int bt[n];
   printf("Enter burst time for each process:\n");
   int i;
   for (i = 0; i < n; i++)
   {
      printf("P%d: ", i + 1);
      scanf("%d", &bt[i]);
   }
   fat(NULL, n, bt);

   return 0;
}
```